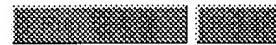


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IEEE JNL IEEE Journal or Magazine

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IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

1. Federal Communications Commission Advanced Television System Recommendation

Rubin, P.A.;
Broadcasting, IEEE Transactions on
Volume 39, Issue 1, March 1993 Page(s):1 - 245
Digital Object Identifier 10.1109/11.249335

[AbstractPlus](#) | Full Text: [PDF\(11520 KB\)](#) IEEE JNL**2. IEEE Recommended Practice for Electrical Installations on Shipboard**

IEEE Std 45-2002 (Revision of IEEE Std 45-1998)
2002 Page(s):0_1 - 258

[AbstractPlus](#) | Full Text: [PDF\(2320 KB\)](#) IEEE STD**3. IEEE recommended practice for electric installations on shipboard**

IEEE Std 45-1998
19 Oct. 1998

[AbstractPlus](#) | Full Text: [PDF\(1464 KB\)](#) IEEE STD**4. IEEE guide for operation and maintenance of hydro-generators**

IEEE Std 492-1999
19 Feb. 1999

[AbstractPlus](#) | Full Text: [PDF\(580 KB\)](#) IEEE STD**5. A computational model for color naming and describing color composition of images**

Mojisilovic, A.;
Image Processing, IEEE Transactions on
Volume 14, Issue 5, May 2005 Page(s):690 - 699
Digital Object Identifier 10.1109/TIP.2004.841201

[AbstractPlus](#) | References | Full Text: [PDF\(1168 KB\)](#) IEEE JNL**6. IEEE recommended practice for cement plant electric drives and related electrical equipment**

IEEE Std 499-1997
3 Dec. 1997

[AbstractPlus](#) | Full Text: [PDF\(156 KB\)](#) IEEE STD**7. Parameter Identification in distributed systems: A synthesizing overview**

Polis, M.P.; Goodson, R.E.;

Proceedings of the IEEE
Volume 64, Issue 1, Jan. 1976 Page(s):45 - 61
[AbstractPlus](#) | Full Text: [PDF\(2189 KB\)](#) IEEE JNL

8. Artificial intelligence-definition and practice

Simmons, A.B.; Chappell, S.G.;
Oceanic Engineering, IEEE Journal of
Volume 13, Issue 2, April 1988 Page(s):14 - 42
Digital Object Identifier 10.1109/48.551

[AbstractPlus](#) | Full Text: [PDF\(2920 KB\)](#) IEEE JNL

9. Lessons learned from Xavier

Simmons, R.; Fernandez, J.L.; Goodwin, R.; Koenig, S.; O'Sullivan, J.;
Robotics & Automation Magazine, IEEE
Volume 7, Issue 2, June 2000 Page(s):33 - 39
Digital Object Identifier 10.1109/100.848266

[AbstractPlus](#) | References | Full Text: [PDF\(672 KB\)](#) IEEE JNL

10. Educational value and lessons learned from the AAU-CubeSat project

Alminde, L.; Bisgaard, M.; Vinther, D.; Viscor, T.; Ostergard, K.;
Recent Advances in Space Technologies, 2003. RAST '03. International Conference on.
Proceedings of
20-22 Nov. 2003 Page(s):57 - 62
Digital Object Identifier 10.1109/RAST.2003.1303391

[AbstractPlus](#) | Full Text: [PDF\(501 KB\)](#) IEEE CNF

11. IEEE recommended practice for cement plant electric drives and related electrical equipment

IEEE Std 499-1983
22 Sept. 1983

[AbstractPlus](#) | Full Text: [PDF\(1452 KB\)](#) IEEE STD

12. IEEE guide for diagnostics and failure investigation of power circuit breakers

IEEE Std C37.10-1995
23 Sept. 1996

[AbstractPlus](#) | Full Text: [PDF\(228 KB\)](#) IEEE STD

13. IEEE guide for the installation of electrical equipment to minimize electrical noise inputs to controllers from external sources

IEEE Std 518-1982
1 Oct. 1982

[AbstractPlus](#) | Full Text: [PDF\(1284 KB\)](#) IEEE STD

14. IEEE guide for aircraft electric systems

IEEE Std 128-1976
22 March 1976

[AbstractPlus](#) | Full Text: [PDF\(7140 KB\)](#) IEEE STD

15. IEEE guide to the installation of overhead transmission line conductors

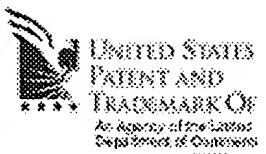
ANSI/IEEE Std 524-1980
18 Dec. 1980

[AbstractPlus](#) | Full Text: [PDF\(3672 KB\)](#) IEEE STD

16. IEEE guide to the installation of overhead transmission line conductors

IEEE Std 524-1992
18 June 1992

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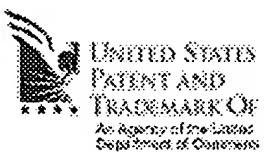

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- 1** [The application of scene synthesis techniques to the display of multidimensional image data](#)

Philip K. Robertson, John F. O'Callaghan
October 1985 **ACM Transactions on Graphics (TOG)**, Volume 4 Issue 4

Publisher: ACM Press

Full text available: [pdf\(4.42 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Superimposition of two image data sets allows the spatial distribution of one to be directly related to that of the other. If the two data sets have different spatial structures, the composite image is generally confusing and difficult to interpret. A method of representing image data sets in the form of naturally occurring variables in a realistic apparently three-dimensional scene is presented. One data set is represented by the topography of a surface, depicted by shaded-relief methods, ...

- 2** [Dissertation Abstracts in Computer Graphics](#)

April 1989 **ACM SIGGRAPH Computer Graphics**, Volume 23 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.40 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

The response to the publication of abstracts from masters and doctoral theses in computer graphics has been overwhelmingly positive. This has not, however, increased the number of schools participating. In fact, the number of schools represented in this year's list has dropped by 65 percent, and only three schools have participated both years. (Three additional schools are represented both years due to abstracts accidentally omitted from last year's list). Since there are limited opportunities to ...

- 3** [Perceptually based brush strokes for nonphotorealistic visualization](#)

Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple
January 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 1

Publisher: ACM Press

Full text available: [pdf\(479.81 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for

constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multi ...

Keywords: Abstractionism, Impressionism, color, computer graphics, human vision, nonphotorealistic rendering, perception, psychophysics, scientific visualization, texture

4 Special issue on knowledge representation

 Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70

Publisher: ACM Press

Full text available:  pdf(13.13 MB) Additional Information: [full citation](#), [abstract](#)

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were two useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Second ...

5 Dissertation Abstracts in Computer Graphics

 Jeffrey J. McConnell
April 1988 **ACM SIGGRAPH Computer Graphics**, Volume 22 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.65 MB) Additional Information: [full citation](#), [abstract](#)

This paper is the first of a yearly compendium of abstracts from masters and doctoral theses in computer graphics. The compendium is being provided as a guide to the work being done in computer graphics by graduate students. Any requests for further information about a thesis or graduate student should be directed to the institution involved. This year's compendium has 54 entries from 23 institutions. The list is by no means complete as there are several prominent graduate schools missing. It is ...

6 New Active Tools for Supporting Narrative Structures

Françoise Decortis, Antonio Rizzo
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6

Publisher: Springer-Verlag

Full text available:  pdf(498.52 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Constructing stories is a type of playing that involves mobilizing the storyteller's imagination and finding original ways to convey narrative intentions. When a child invents a story, there is a natural interaction with the local environment and the use of various means of expression. We adopted a user-centered approach to design POGO, a playful environment which utilizes the child's physical environment and sensory modalities. Pogo is a system of active tools that enable children to ...

Keywords: Active tools, Invisible computing, Narrative structures, Ubiquitous games, User-centered approach

7 Assistive technologies for individuals with visual impairments II: SmartColor:

 disambiguation framework for the colorblind
Ken Wakita, Kenta Shimamura

October 2005 **Proceedings of the 7th international ACM SIGACCESS conference on Computers and accessibility Assets '05**

Publisher: ACM Press

Full text available:  pdf(238.49 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Failure in visual communication between the author and the colorblind reader is caused when color effects that the author expects for the reader to experience are not observed by the reader. The proposed framework allows the author to annotate his/her intended color effects to the colored document. They are used to generate a repainted document that let the colorblind enjoy similar color effects that normal color vision person does for the original document. The annotations are formulated as a s ...

Keywords: colorblindness, constraint system, vision

8 Graphical input interaction technique (GIIT) 

 James J. Thomas, Griffith Hamlin
January 1983 **ACM SIGGRAPH Computer Graphics**, Volume 17 Issue 1

Publisher: ACM Press

Full text available:  pdf(2.34 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

The contents of this document are the result of intensive discussions among the workshop participants. The names listed by each section are the discussion leaders and principal editors. Without the dedicated enthusiasm from all the participants, the ideas presented could not have been formulated.

9 Toolkits: Revisiting visual interface programming: creating GUI tools for designers and programmers 

 Stéphane Chatty, Stéphane Sire, Jean-Luc Vinot, Patrick Lecoanet, Alexandre Lemort, Christophe Mertz
October 2004 **Proceedings of the 17th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available:  pdf(1.11 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Involving graphic designers in the large-scale development of user interfaces requires tools that provide more graphical flexibility and support efficient software processes. These requirements were analysed and used in the design of the TkZ-inc graphical library and the IntuiKit interface design environment. More flexibility is obtained through a wider palette of visual techniques and support for iterative construction of images, composition and parametric displays. More efficient processes ...

Keywords: GUI tools, SVG, model-driven architecture, software architecture, vector graphics, visual design

10 Music and Games: Automating Lighting Design for Interactive Entertainment 

 Magy Seif El-Nasr, Ian Horswill
April 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available:  pdf(199.80 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Recent advances in computer graphics, particularly in real-time rendering, have resulted in major improvements in 3D graphics and rendering techniques in interactive entertainment. In this article we focus on the scene-lighting process, which we define as configuring the number of lights in a scene, their properties (e.g., range and attenuation), positions, angles, and colors. Lighting design is well known among designers, directors, and visual artists for its vital role in influencing viewers' ...

Keywords: 3-D simulations, Interactive entertainment, game design, game

development, immersive environments, lighting design, visual compositing, visual design

11 Pictorial interfaces: Image query by semantical color content



J. M. Corridoni, A. Del Bimbo, S. De Magistris

May 1996 **Proceedings of the workshop on Advanced visual interfaces**

Publisher: ACM Press

Full text available: [pdf\(2.25 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

The availability of large image databases is emphasizing the relevance of filters, which permit to focus the interest on a small subset of data. Taking advantage of the pictorial features of images, visual specification of such filters provides a powerful and natural way to express content-oriented queries. Albeit direct, the by example paradigm, does not allow to express high-level assertions on the pictorial content of images and specifically, paintings. To support the visuality, without losin ...

12 Rendering: X3D programmable shaders



Gonçalo Nuno Moutinho de Carvalho, Tony Gill, Tony Parisi

April 2004 **Proceedings of the ninth international conference on 3D Web technology**

Publisher: ACM Press

Full text available: [pdf\(517.48 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Programmable shading in real time has been an ultimate goal of graphical applications since the introduction of RenderMan™. The research described in this paper focuses on an extension to X3D to allow for real time programmable shading. We describe a new Programmable Shaders component for X3D in detail as well as a set of tools that can be used for authoring. This paper reflects the work undertaken by the Web3D Consortium's X3D Programmable Shades Working Group and incorporates the most rec ...

Keywords: GPU, VRML, X3D, programmable shading, real-time shading, stream processors

13 Applications: High fidelity reconstruction of the ancient Egyptian temple of Kalabsha



Veronica Sundstedt, Alan Chalmers, Philippe Martinez

November 2004 **Proceedings of the 3rd international conference on Computer graphics, virtual reality, visualisation and interaction in Africa**

Publisher: ACM Press

Full text available: [pdf\(779.53 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The ancient Egyptian temple of Kalabsha dates back to 30 BC. In 1963 the temple was dismantled and moved to a new site in order to save it from the rising waters of the Lake Nasser. Computer graphics in collaboration with Egyptologists makes it possible to recreate the temple on a computer, place it back to its original location and orientation, and illuminate it, as it may have appeared some 2000 years ago. Accuracy is of the highest importance in such archaeological reconstructions when inv ...

Keywords: ancient Egypt, high fidelity graphics, virtual archaeology

14 On the effective use and reuse of HCI knowledge



Alistair Sutcliffe

June 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 2

Publisher: ACM Press

Full text available: [pdf\(245.10 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The article argues that new approaches for delivering HCI knowledge from theory to designers will be necessary in the new millennium. First the role of theory in HCI design to date is reviewed, including the progress made in cognitive theories of interaction and their impact on the design process. The role of bridging models that build on models of interaction is described, but it is argued that direct application of cognitive theory to design is limited by scalability problems. The altern ...

15 X3H3 standards report

 Richard F. Puk, George S. Carson
August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3

Publisher: ACM Press

Full text available:  pdf(678.70 KB) Additional Information: [full citation](#), [index terms](#)



16 Interactive arts 3: interaction in social and virtual environments: Echology: an

 **interactive spatial sound and video artwork**

Meghan Deutscher, Reynald Hoskinson, Sachio Takashashi, Sidney Fels
November 2005 **Proceedings of the 13th ACM international conference on Multimedia MM '05**

Publisher: ACM Press

Full text available:  pdf(3.18 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



We present a novel way of manipulating a spatial soundscape, one that encourages collaboration and exploration. Through a table-top display surrounded by speakers and lights, participants are invited to engage in peaceful play with Beluga whales shown through a live web camera feed from the Vancouver Aquarium in Canada. Eight softly glowing buttons and a simple interface encourage collaboration with others who are also enjoying the swirling Beluga sounds overhead.

Keywords: Beluga whale, interactive art, mediascape, sound spatialization

17 Organization and retrieval in a pictorial digital library

 Yuri Quintana
July 1997 **Proceedings of the second ACM international conference on Digital libraries**

Publisher: ACM Press

Full text available:  pdf(1.36 MB) Additional Information: [full citation](#), [references](#), [index terms](#)



18 Posters: Distance measures for MPEG-7-based retrieval

 Horst Eidenberger
November 2003 **Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval**

Publisher: ACM Press

Full text available:  pdf(401.93 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



In visual information retrieval the careful choice of suitable proximity measures is a crucial success factor. The evaluation presented in this paper aims at showing that the distance measures suggested by the MPEG-7 group for the visual descriptors can be beaten by general-purpose measures. Eight visual MPEG-7 descriptors were selected and 38 distance measures implemented. Three media collections were created and assessed, performance indicators developed and more than 22500 tests performed. Ad ...

Keywords: MPEG-7, content-based image retrieval, content-based video retrieval,

distance measurement, similarity measurement, similarity perception, visual information retrieval

19 Pressure widgets



Gonzalo Ramos, Matthew Boulos, Ravin Balakrishnan
April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: [pdf\(404.08 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Current user interface widgets typically assume that the input device can only provide x-y position and binary button press information. Other inputs such as the continuous pressure data provided by styluses on tablets are rarely used. We explore the design space of using the continuous pressure sensing capabilities of styluses to operate multi-state widgets. We present the results of a controlled experiment that investigates human ability to perform discrete target selection tasks by varying a ...

Keywords: isometric input, pen-based interfaces, pressure input, pressure widgets

20 Compus: visualization and analysis of structured documents for understanding social



life in the 16th century

Jean-Daniel Fekete, Nicole Dufournaud
June 2000 **Proceedings of the fifth ACM conference on Digital libraries**

Publisher: ACM Press

Full text available: [pdf\(1.76 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article describes the Compus visualization system that assists in the exploration and analysis of structured document corpora encoded in XML. Compus has been developed for and applied to a corpus of 100 French manuscript letters of the 16th century, transcribed and encoded for scholarly analysis using the recommendations of the Text Encoding Initiative. By providing a synoptic visualization of a corpus and allowing for dynamic queries and structural transformations, Compus ...

Keywords: SGML, TEI, XML, XSL, computers and the humanities, history, information visualization, structured documents, visual data mining

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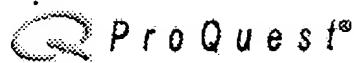
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PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20010049592 A1

TITLE: Colour visualisation system

PUBLICATION-DATE: December 6, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Brunt</u> , Richard David	Maidenhead		GB
Ratcliff, Andrew Godfrey	Maidenhead		GB
Harris, Christopher	Cookham		GB

US-CL-CURRENT: 703/1

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File: PGPB

Dec 6, 2001

PGPUB-DOCUMENT-NUMBER: 20010049591

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20010049591 A1

TITLE: Colour visualisation system

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L1: Entry 3 of 3

File: USPT

Sep 3, 2002

US-PAT-NO: 6444726

DOCUMENT-IDENTIFIER: US 6444726 B1

TITLE: Biocidal compositions

DATE-ISSUED: September 3, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
<u>Brunt; Keith D</u>	Nottinghamshire			GB
<u>Corbett; Richard J</u>	Derbyshire			GB
<u>Wood; Philip N</u>	Bedfordshire			GB
<u>Murphy; Dennis</u>	Suffolk			GB

US-CL-CURRENT: 523/122; 424/405, 424/409, 424/618, 524/423

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw	Desc	Image
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File: PGPB

Jul 14, 2005

PGPUB-DOCUMENT-NUMBER: 20050154701

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20050154701 A1

TITLE: Dynamic information extraction with self-organizing evidence construction

PUBLICATION-DATE: July 14, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Parunak, H. Van Dyke	Ann Arbor	MI	US
Weinstein, Peter	Saline	MI	US
Brueckner, Sven	Dexter	MI	US
Sauter, John	Ann Arbor	MI	US

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File: PGPB

Feb 20, 2003

PGPUB-DOCUMENT-NUMBER: 20030035917

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20030035917 A1

TITLE: Image making medium

PUBLICATION-DATE: February 20, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Hyman, Sydney	New York	NY	US

US-CL-CURRENT: 428/67; 156/58, 428/141, 428/690, 524/106

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3. Document ID: US 20010049592 A1

L4: Entry 3 of 7

File: PGPB

Dec 6, 2001

PGPUB-DOCUMENT-NUMBER: 20010049592

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20010049592 A1

TITLE: Colour visualisation system

PUBLICATION-DATE: December 6, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Brunt, Richard David	Maidenhead		GB
Ratcliff, Andrew Godfrey	Maidenhead		GB
Harris, Christopher	Cookham		GB

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File: PGPB

Dec 6, 2001

PGPUB-DOCUMENT-NUMBER: 20010049591

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20010049591 A1

TITLE: Colour visualisation system

PUBLICATION-DATE: December 6, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Brunt, Richard David	Maidenhead		GB
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L4: Entry 5 of 7

File: PGPB

Sep 6, 2001

PGPUB-DOCUMENT-NUMBER: 20010020255

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20010020255 A1

TITLE: Method and system for remote control and interaction with a run time environment component

PUBLICATION-DATE: September 6, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Hofmann, Ralf	Hamburg		DE
Schulz, Torsten	Pinneberg		DE

US-CL-CURRENT: 719/318; 709/201, 719/313

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6. Document ID: US 5764518 A

L4: Entry 6 of 7

File: USPT

Jun 9, 1998

US-PAT-NO: 5764518

DOCUMENT-IDENTIFIER: US 5764518 A

TITLE: Self reproducing fundamental fabricating machine system

DATE-ISSUED: June 9, 1998

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Collins; Charles M.	Burke	VA	22015	

US-CL-CURRENT: 700/95; 700/117

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7. Document ID: US 5710719 A

L4: Entry 7 of 7

File: USPT

Jan 20, 1998

US-PAT-NO: 5710719

DOCUMENT-IDENTIFIER: US 5710719 A

TITLE: Apparatus and method for 2-dimensional data compression

DATE-ISSUED: January 20, 1998

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Houle; Paul	Costa Mesa	CA		